

Fixed Command PAK**187pts***Lightning Reflexes*

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
M	0"	5k4	4k3	6"	4					
						Spectralite Heavy Laser	48"	5k4	-	-
						<i>Armor Piercing, Extra Bite, Highly Accurate</i>				
						Spectralite Laser Rifle	24"	2k2	-	-
						Close Assault	-	3k2	-	-

Fixed PAK**191pts***Ballsy*

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
M	0"	5k4	4k3	-	-					
						Richter IX Rocket Cannon	36"	6k5	3x	Ex
						<i>High Explosive</i>				
						Spectralite Laser Rifle	24"	2k2	-	-
						Close Assault	-	3k2	-	-

First Unit Total**378pts****Fixed PAK****222pts***Ballsy*

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
M	0"	5k4	4k3	-	-					
						Ameruzi Heavy Machine Cannon	48"	4k4	2x	Bu
						<i>Multiprofile</i>	48"	2k2	4x	Bu
						Spectralite Laser Rifle	24"	2k2	-	-
						Close Assault	-	3k2	-	-

Second Unit Total**222pts****Grand Total****600pts**

The forces of the Megacoms include a wide variety of vehicles. A staple addition to any battle group is the powerful PAK battery. Able to be deployed with limited mobility or in key fixed locations, a PAK weapon's inexpensive chassis can support a wide variety of heavy and support weaponry, perfect for establishing critical fire lines and providing covering fire for advancing infantry. Grouping the weapons into batteries of multiple PAKs further enhances their capabilities, allowing them to quickly activate and pummel particularly hard targets through massed fire.

The above list splits the weapons in this box into two fixed units, although with some minor modification you can adapt them to mobile versions. The Command PAK has been given a large number of edges to provide the maximum possible impact to its Laser, making up for its lack of Area Effect. Placing the Command PAK in cover, combined with the extra Hero Points, should keep it functioning throughout the battle and inflicting a heavy toll on any that should pass through its view. Both the other PAK weapons have been given Ballsy to improve their survivability if deployed outside of cover.